MICRO OF MONMOUTH
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NEWSLETTER

October 1984 Vol.3 Issue 9

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NOVEMBER MEETINGS:

MONDAY, NOVEMBER 5
8:00 PM
Manalapan H.S.
Rm. C104-108

Several demos..games and utilities
Tutorial..questions and answer period

MONDAY, NOVEMBER 19
8:00 PM
Manalapan H.S.
Rm. C104-108

Demos..library additions..discussion
Questions and answer period...
Atari news.

M * O * M

Micro of Monmouth

The Newsletter of the Computer Club of Monmouth, Inc.

The Computer Club of Monmouth, Inc. is a non-profit organization of ATARI computer enthusiasts and users who share a common interest in exchanging information about the programming and operation of the ATARI microcomputer system.

The club meets at the Manalapan High School at 8:00PM on the first and third Mondays of each month. The meeting dates are changed or cancelled when a holiday or foul weather causes the school to be closed.

Neither M.O.M. newsletter or The Computer Club of Monmouth, Inc. is affiliated with ATARI, Inc, Warner Communication or any of their subsidiary companies. All use of the word "ATARI" is recognized as a trademark of ATARI, INC.

The M.O.M. newsletter solicits from its members reviews, news, rumors, articles, original programs, classified ads, and any other material of interest for publication. All material submitted for publication should be given to the editor at the meetings or mailed to him or the club.

The material printed in the M.O.M. newsletter may be freely copied. We request that credit be given to its' authors and to M.O.M. This newsletter is sent to paid-up members of the club and to other users groups on an exchange basis. Other user groups interested in exchanging newsletters should write to the editor.

WHO'S WHO AT M * O * M

President - Frank Fezza	201-446-4027
Secretary - Ken Kelly	201-431-1010
Treasurer - Howard Goldman	201-431-2789
Prog.Chair- Joe Petrillo	201-338-8014
Librarian - James Krutzler	201-738-7813
Librarian - Mike Carovillano	201-364-3734
Editor - Irwin Kaplan	201-566-3335

New ATARI Programs

Despite a lack of publicity and fanfare ,new Atari software is being written and released. Below are listed program information I have accumulated over the last few months with some comments about the programs.

PROGRAM	VENDOR	COST
City Writer	Softwear City	$39.95

A word processing program for beginners.Uses Option,Select and Start to access commands.Only 6 pages of type can be held in 48K RAM.

Relax — Synapse — $139.95
A biofeedback program activated by the muscles in your forehead.Three programs to help you relax and see your tension.

SBM — Newell Industries — $99.95(requires Basic XL cartridge)
Business package program that includes Point of Sale,Invoicing,Inventory Control,Accounts,Unlimited Vendors,Mail labels,Ordering and Receiving data.User can modify to own specifications.

Name That Carol — Ziza Presents Inc. — $24.95
Ten X-Mas carols included in the game. Select a carol and try and guess the name.Guessing the right name scores 10 points.Earn a 100 points and you get a Graphic treat.

The MMG Basic Compiler — MMG Micro Software — $99.95
This compiler supports a great many functions,produces native 6502 code and converts your BASIC program to machine language.Comes with single and double density versions on the same disk.

Trivia Quest — Royal Softwear — $24.95
A party-disk that tests your mind and arcade skills.Optional utility disk allows you to create unlimited trivia questions.

Objective:Kursk — Startegic Simulations — $39.95
A simulation of the German attack against the Kursk salient in the U.S.S.R.Tactics account for every tank,gun and soldier that particpated in this battle.

Your Personal Net Worth — Scarborough Systems Inc. — $79.95
Writes checks,balances bank accounts,prepares analysis of actual to budgeted expenses.

SynChron — Synapse — $39.95
A personal appointment management program.It acts as a diary or reminder.The program requires use evryday to make entries or to see reminders.There is a keyword and pasword menu,printouts of all or any entry is allowed.Can be used by itself or integrated with the other Syn programs.

More listings next issue.Ed.

CLUB NEWS !!!

TRIVIA QUEST

I have a Trivia program ready for our library...but I need some additional trivia questions. If you have any trivia material, on any subject, please send it to me. I will incorporate the appropriate questions in the program. Any subject welcomed...don't be bashful.Ed.

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WANTED - Editor

I would like to start a Basic language tutorial in the newsletter. We have new members who are just starting out and other members who need help in programming. Anyone interested please contact the Editor.

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WANTED - Editor

I would like to establish a game column in the newsletter. Games could be reviewed, scores announced and contests held. If this is your cup of tea, contact the Editor.

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WANTED - Programs

The following is a list of Atari program requests. If you have a program requested , or know of one, please contact the Editor.

WANTED _ WANTED _ WANTED

1.A word processing program for the Atari that underlines on screen without using format codes.

2.A program to convert a DIF file to a basic file.

3.A menu program written in Atari Microsoft.

4.A program that values stock options.

5.A program that creates and prints point-and-figure charts.(if you need to ask what they are...you wont have the program.Ed.)

6.A program to add fonts to the Epson MX-80 printer, and the fonts.

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```
100 GRAPHICS 0
110 SETCOLOR 2,6,3
120 PRINT :PRINT :PRINT
130 PRINT "      **************************"
140 PRINT "      *                        *"
150 PRINT "      *        BINGO !!!       *"
160 PRINT "      *                        *"
170 PRINT "      **************************"
180 PRINT :PRINT :PRINT
190 IO=0
200 Y=1
210 DIM C(2,75),A$(90)
220 Q=10
230 DIM A1$(Q),A2$(Q),A3$(Q),A4$(Q),A5$(Q),G$(Q),B$(Q),X9$(10)
240 ? "GAME ON SCREEN(S:') OR PRINTER( P:') ";:INPUT X9$:OPEN #1,8,0,X9$
250 READ A1$,A2$,A3$,A4$,A5$
260 DATA B,I,N,G,O
270 SETCOLOR 4,4,3
280 ? "DO YOU WISH TO HAVE CARDS PRINTED"
290 INPUT G$
300 POKE 752,1
310 IF G$="N" THEN 360
320 GOSUB 760
330 ? #1
340 ? #1
350 ? #1
360 ? "PRESS RETURN FOR THE NEXT NUMBER..... OR TO ENTER BINGO"
370 FOR IO=1 TO 75
380 INPUT B$
390 IF B$="BINGO" THEN 420
400 GOSUB 1150
410 NEXT IO
420 ? #1;"NUMBERS CALLED"
430 ? #1
440 FOR I=1 TO 75
450 IF C(1,I)=0 THEN 470
460 ? #1;A$;" -";I
470 NEXT I
480 ? #1
490 CLOSE #1
500 STOP
510 REM
520 ? #1;"------------------------------       ";
530 ? #1
540 RETURN
550 REM
560 LET Z=(RND(Y)*((H-L)/100)+0.01)*100+L
570 LET X=INT(Z)
580 IF C(K,X)<>0 THEN 550
590 LET C(K,X)=C(K,X)+1
600 RETURN
610 REM
620 FOR L=1 TO 2
630 FOR K=1 TO 75
640 LET C(L,K)=0
650 NEXT K
660 NEXT L
670 FOR L=0 TO 60 STEP 15
680 LET H=L+15
690 FOR T=1 TO 5
700 FOR K=1 TO 2
```

```
710 GUSUB 550
720 NEXT K
730 NEXT T
740 NEXT L
750 RETURN
760 ? "HOW MANY CARDS SHOULD I ?"
770 INPUT N
780 IF N=0 THEN 1140
790 PRINT "PLEASE WAIT....PRINTING CARDS."
800 FOR I=1 TO N
810 GOSUB 610
820 GOSUB 510
830 ? #1;"!   ";A1$;"!   ";A2$;"!    ";A3$;"!    ";A4$;"!    ";A5$
840 ? #1
850 GOSUB 510
860 FOR K=1 TO 5
870 FOR J=1 TO 2/2
880 LET S=1
890 FOR L=1 TO 5
900 FOR M=S TO S+14
910 IF C(J,M)=0 THEN 1020
920 IF M<10 THEN 990
930 IF K<>3 THEN 970
940 IF L<>3 THEN 970
950 ? #1;"! FRE ";
960 GOTO 1000
970 ? #1;"!   ";M;
980 GOTO 1000
990 ? #1;"!   ";M;
1000 LET C(J,M)=0
1010 GOTO 1030
1020 NEXT M
1030 LET S=S+15
1040 NEXT L
1050 ? #1;"!   ";
1060 NEXT J
1070 ? #1
1080 GOSUB 510
1090 NEXT K
1100 ? #1
1110 ? #1
1120 ? #1
1130 NEXT I
1140 RETURN
1150 REM
1160 LET Z=(RND(Y)*0.75+0.01)*100
1170 LET X=INT(Z)
1180 IF C(1,X)<>0 THEN 1160
1190 LET C(1,X)=C(1,X)+1
1200 LET J=INT(X/15)+1
1210 ? #1;A$;"-";X
1220 ? #1
1230 RETURN
```

BINGO

This Bingo program prints cards,selects random numbers,and sorts them for checking when a Bingo is called.To sort just type in BINGO.All the instructions are inbedded in the program. Type it and have some fun.Ed.

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COMPUTER PARADE

ATARI NEWS

Rumors-Rumors_Rumors...Because there is no precise news from Atari headquarters rumors are flying. I have listed below some of the ones I like with my comments.You be the judge of what is true,possible or just made up.

Rumor 1.Tramiel is threatening Warner with a reneg on the Atari deal if they don't come up with big bucks to help offset the nonpayment of accounts receivable he took over.(Comment - If this is true, Warner is over a barrel. They can't afford to take back Atari after Tramiel cleaned out it's biggest asset, the employees,and then abused the user base. So Warner will have to pay even if they don't like it. I don't think they will forget and this may hurt Tramiel in the future.)

Rumor 2.There are warehouses in the United State and Europe loaded with XL's and game machines that will be offered to sell at below $100 for the 800XL and less $50 for the game machine by X-Mas 1984.Who knows how low the 600XL can get..$75,50? (Comment - I like this one and hope its true. At less than $100 the 800XL is a SUPER-BUY.)

Rumor 3.Atari will join the Japanese and build a low end computer with the MSX chips.(Comment - This could help Atari since all the other rumors about CPM,IBM work-alikes and the 1450XL doesn't seem to be a reality...yet?)

Rumor 4.Atari will introduce an Apple compatible operating system available for the 800XL by January's Consumers Electronics Show. The Operating System that being offered will not infringe on Apple's copyright.(Comment - This is another rumor I hope is true. Having Apple compatibility would open up a vast amount of programming and give the 800XL real market appeal, and value.)

IBM

The industry grapevine has it that Kmart will be selling the PCjr through some of its 2,160 discount stores by X-Mas. Both companies have issued denials. If IBM decides to mass merchandise the PCjr they will have a mess of dissatisfied dealers. And, the enhanced PCjr sales are beginning to pick up, so I don't think they will turn to the mass marketers just now. But what are they going to do with all those old keyboards?

HERE and THERE

Sord Computer has launched a fall promotion,bundling its IS-11A Consultant briefcase size personal computer with its PT-11 printer for $895....ITT, DEC and Televideo not doing well in the PC market. Expect some drastic corporate changes and lower pricing.

Irwin Kaplan
October 1984

Basic Programming

This is a new column for the Newsletter and will be devoted to reviewing BASIC programming.We will provide practical uses and the material will be suited for all levels, newcomers and old pros.

PEEK and POKE

There is an address for every memory location in the Atari computer.The first address is 0 and the last is 65535.The PEEK and POKE function allows you to examine and change the contents of a memory address. The PEEK function is used to read the value stored in a particular memory location.We can do this by PEEKing at that location.For instance:

To find out what row you are on you can PRINT PEEK(84).To find out what column you are in PRINT PEEK(85)

The POKE statement is used to write or put a value into a memory location.The first number of the POKE function is the memory address where you want to write the new value.The next number, the number after the comma,is the value to be placed in that location.

For example, suppose you want to change the left margin ,which has a default value of 2 in graphics mode 0.The possibilities are from 0 to 39.Lets make the left margin 5.We would change the margin by POKE 82,5. Similarly we could change the right hand value by POKE 83,(and a value).

The POKE function is important in programming because it gives you power not available through other BASIC commands.It's very handy to have a list of memory locations that have specific uses as an aid in programming.You can find these locations in many of the Atari program primers.

Here are some useful PEEK and POKE memory locations.

CURSOR CONTROL 752
To remove the cursor POKE 752,1
To get it back on POKE 752,0

INVERSE VIDEO 694
To reverse video POKE 694,128
To get back to normal POKE 694,0

COLORS(0-4) 708-712
Change the background color in Graphics 0 POKE 710,12

PEEK 764 for the last key pressed.

More on PEEK and POKE next time.Ed.

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OLEG KIS

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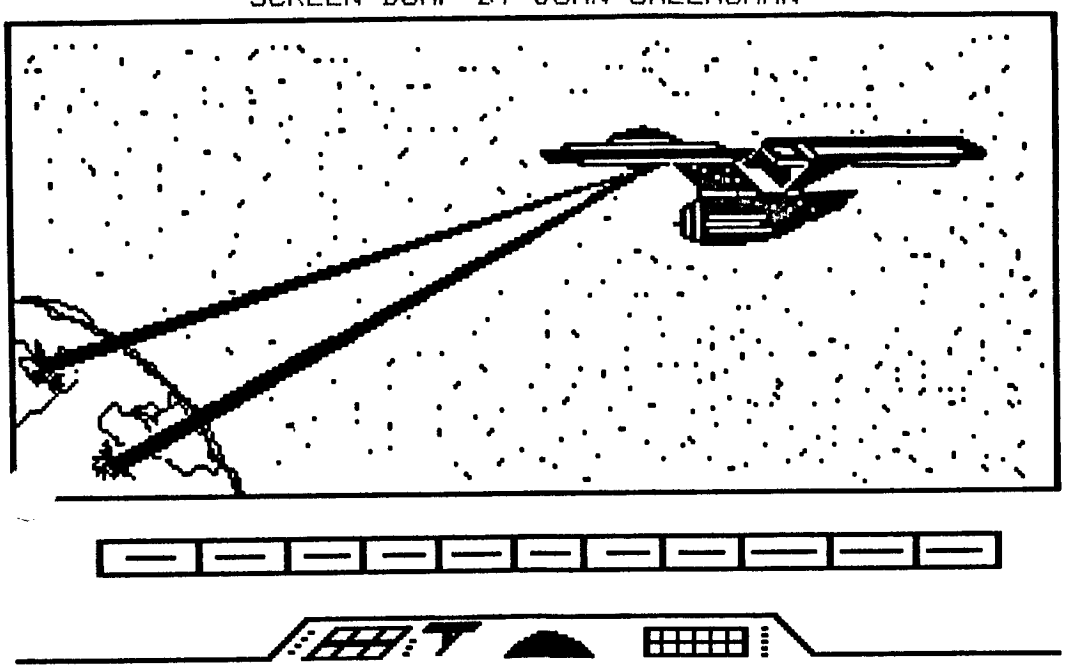
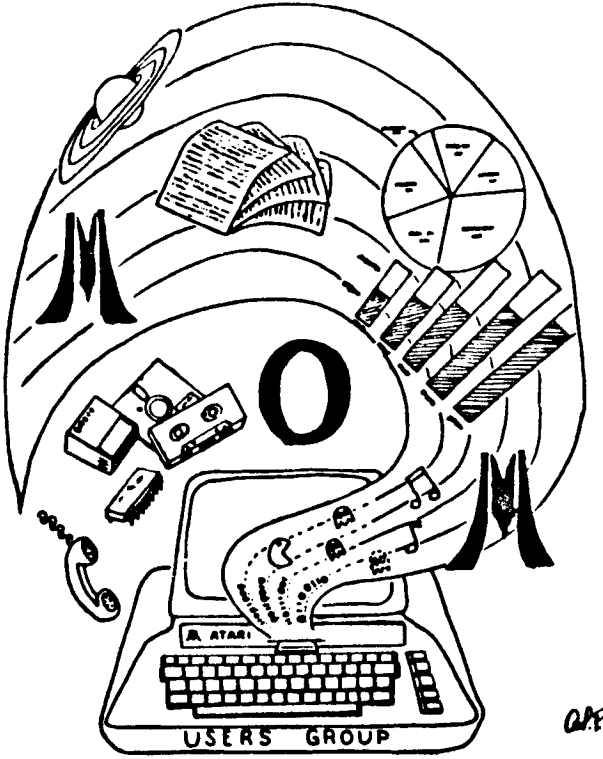
SCREEN DUMP BY JOHN CALLAGHAN





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